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IN THE SPECIFICATION

Please amend the specification as follows:

On page 3, please amend the paragraphs beginning at line 27 as follows:

--In one embodiment, a data processing system has a display, a cursor controller connected to the display for displacement of a cursor represented on the display, and a user-interface coupled to the cursor controller. The user-interface is operable to sense a user-desired manipulation of the cursor based on a time period of an application of force on the user-interface by a user. A displacement speed of the cursor as represented by the display is dependent upon the time period of the application of force within the user-interface by the user. Upon an initial application of force within the user-interface by the user, the actual displacement speed of the cursor is continuously variable within a first speed range. Upon a predetermined time interval after the initial application of force within the user-interface by the user, the actual displacement speed of the cursor is continuously variable within a second speed range.

In an embodiment, a data processing system has a display, a cursor controller connected to the display for displacement of a cursor represented on the display, and a user-interface coupled to the cursor controller. The user-interface is operable to sense a user-desired manipulation of the cursor based on a time period of an application of force within the user-interface by a user. During the time period of the application of force within the user-interface by the user, at least one timing signal indicative of the user-desired manipulation of the cursor as sensed by the user-interface is generated. An actual displacement speed of the cursor as represented by the display is continuously variable

On page 6, please amend the first full paragraph beginning on line 2 as follows:

--The optimum combinations of speeds v1 and v2 (and v3 and etc.) together with time periods t1 (and t1-t2 and etc.) may depend on the application run on system 100. Some applications such as games require a rapid and highly accurate positioning of cursor 108, whereas other applications, such as carrying out a selection through menus, do not need a very precise positioning. Accordingly, cursor speed preferably is made programmable, with regard to magnitude or duration or both. This could be attained by switches or dials to be set by the user. As another option, a special speed selection program could be run on system 100 to let the user select preferred speeds v1 or v2, e.g., through a menu. Alternatively, cursor speeds could be made to vary automatically under system control depending on the application run on system 100.—